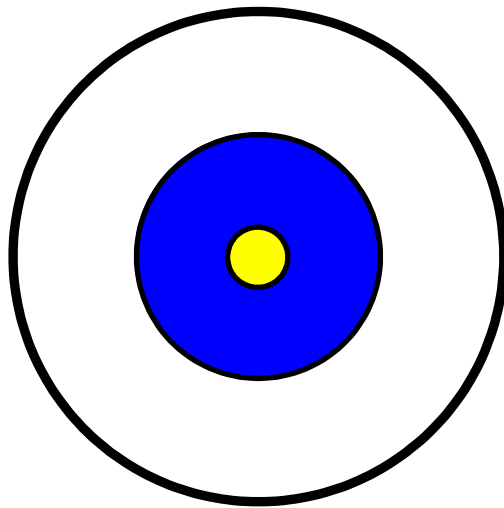


# THE TARGET BUTT



A Live Weapon Guild For The Kingdom Of Summaria  
03/11/24

## I. Statement of Purpose

The mission of the Live Weapon Guild is to promote fun and friendly competition while insuring a safe format to promote and participate in medieval target archery and thrown weapons in the Kingdom of Summaria, and the Empire of Medieval Pursuits (EMP).

## II. Safety First

Arrows, Bolts, Knives, Axes and Spears etc, are by their very nature dangerous and can cause serious injury or death if handled unsafely. Safety must be paramount for the Guild so that all may enjoy this activity. It is recommended by the Live Weapon Guild, that all practices, shoots or tournaments have someone that is intimately familiar with these live weapons, act as Safety Office to watch for and deter unsafe behavior.

## III. Leadership

The leadership of the Live Weapon Guild shall be the Master of the Guild.

- A. The Master of the Guild may appoint lesser positions as necessary to help with rosters, rankings, correspondence, etc.
- B. Every third year, a Tournament of Master will be held to select a new Master of the Guild.
- C. Should the Master of the Guild leave office earlier, a new Master of the Guild will be selected by a Tournament of Masters.

## IV. Membership

### A. General Provisions

- i. All Guild members must maintain membership in the EMP to maintain their ranking status.
  - a) A lapse of membership for more then one year, without just cause, will cause the revocation of rank status and membership in the guild.
- ii. Membership in the Guild is open to all Citizens of Summaria.

## V. Tournament of Masters

- A. The Tournament of Masters is open to all members in good standing of the rank of Journeyman and above.
- B. The Tournament of Master must be conducted in one continuous shoot without break.
- C. The Tournament of Masters is to include a minimum 4 weapon styles, which four is up to the current Master of the Guild.
- D. Highest combined score over all is declared the winner and the new Master of the Guild.

E. Any ties in scoring, will be settled by a weapon style that was NOT used in the main tournament.

## VI. Weapon Style Definitions

A. *General Conditions* – The idea is medieval archery. No modern compound bow may be used. No modern sights may be used. Non permanent limb marks are period medieval. Modern metal or carbon arrows/bolts/quarrels are not to be used (with the exception of by Novice members, until they can obtain the correct equipment).

### B. Primary Live Weapons

- i. *Recurve* – Any bow that is designed to maintain a deflex, reflex or deflex/reflex shape when unstrung. For example recurves, horse bows, and Yumi.
- ii. *Longbow* – Any bow that is designed without deflex, reflex, or deflex/reflex. String follow shall not count as a designed condition.
- iii. *Crossbow* – Medieval style crossbows, 'gun stock' crossbows are not allowed.
- iv. *Knife* – Knives to be thrown may be single or double-edged, or be simply pointed with no "edge" (spikes), but may only have one pointed end. Should be of a size and weight that allows them to be used safely.
- v. *Axe* – Axes may only have a single cutting edge (bit). The bit must be no more than 6" in length. Double bit axes or axes with top or butt spikes cannot be used for scoring.
- vi. *Spear/Javelin* – Spears to be thrown generally should not be barbed, as barbed spears tend to damage targets, but with the permission of the person running the range and/or providing the target or backing, they may be barbed. Spears are limited to a single sticking point for purposes of scoring. A five foot to eight foot throwing spear on a wooden shaft.

### C. Other Live Weapons

- i. Sling, Staff Sling, Atl Atl, Plumbata, Hand Arrows, hurlbat, etc etc

## VII. Guild Ranking Structure

A. *Apprentice* – Apprentice members show promise in shooting, are safety conscious, and knowledgeable about the equipment that they use, participate and share in the 'grunt' work on the range.

- i. An Apprentice must qualify in at least one style for the Mark.
- ii. An Apprentice is entitled to wear a White Archer's Tassel to exhibit their rank.
- iii. Apprentice members must wait a minimum of six months before attempting the rank of Journeyman.

- B. *Journeyman/woman* – Journeymen/women should show a base familiarity with at least two weapon styles; participate in shoots; teach the less ranked; help on the range(s).
  - i. A Journeyman/woman must qualify in two styles for the Mark.
  - ii. A Journeyman/woman is entitled to wear a Blue Archer's Tassel to exhibit their rank.
  - iii. Journeyman/woman members must wait a minimum of one year before attempting the rank of Master.
- C. *Master* – Masters should be familiar with most styles; proficient in at least three weapon styles; participate, teach, run shoots and tournaments.
  - i. A Master must qualify in three styles for the Mark
  - ii. A Master is entitled to wear a Red Archer's Tassel to exhibit their rank.
- D. *Grand Master* – Grand Masters should be familiar with the common styles, and some of the less common; proficient in at least four weapon styles; participate, teach, etc.
  - i. A Grand Master must qualify in four styles for the Mark
  - ii. A Grand Master is entitled to wear a Gold Archer's Tassel
- E. *Master of the Guild*
  - i. A Master of the Guild is entitled to wear a White/Blue//Red/Gold Archer's Tassel to exhibit their rank. Tassel may be retained after they step down as Master of the Guild.

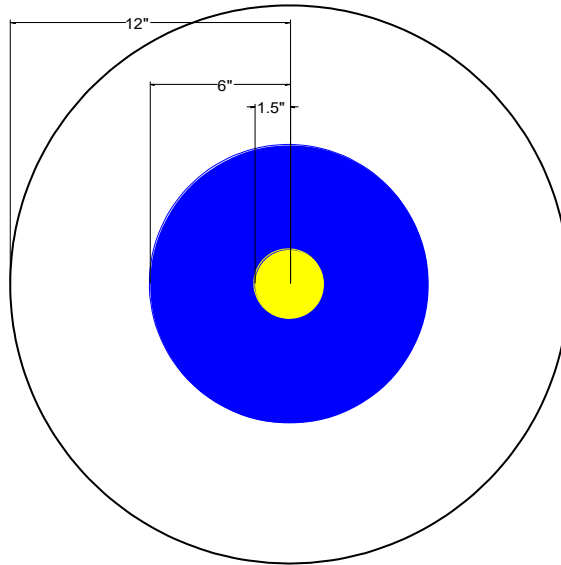
#### VIII. Disabled Archers

- A. Upon the judgment of the Citizen in charge of the live weapon range or competition, allowance may be made for various disabilities.
  - i. For example, visually impaired archers may have someone tell them where their arrows strike the target. Archers in wheelchairs may shoot while seated. Archers unable to cock their crossbows may have someone cock it for them, etc.

IX. Changes to the Guild Charter, Ranking, or structure shall be effected with a 2/3 vote of Guild members Journeyman rank and higher. The Master of the Guild does not vote.

## X. The Mark.

- A. The Mark is a round target 24" in diameter composed of three scoring rings.
- i. The Inner Ring is 3" in diameter (1.5" radius), and scores 5 points.
  - ii. The Middle Ring is 12" diameter (6" radius), and scores 3 points.
  - iii. The Outer Ring is 24" diameter (12" radius), and scores 1 point.
    - a) Colors do not matter as long as they are visible.



## XI. Scoring the Mark

- A. Shooting for rank. Arrows that cut the line score the lower point. The shoot will be composed of:
- i. two static rounds of 6 arrows at 20 yards, two speed round at 20 yards
  - ii. two static rounds of 6 arrows at 30 yards, two speed round at 30 yards
  - iii. two static rounds of 6 arrows at 40 yards, two speed rounds at 40 yards
    - a) (Speed Rounds are 30 seconds long.)
- B. Throwing for Rank. Thrown Weapons that cut the line are scored higher point. The Throw will be composed of:
- i. Knife – 15 throws, five at each measured distance, 10 feet, 15 feet and 20 feet.
  - ii. Axe – 15 throws, five at each measured distance, 10 feet, 15 feet and 20 feet.
  - iii. Spear – 15 throws, five at each measured distance, 15 feet, 25 feet and 30 feet.
- C. Practicing.
- i. Practicing may take place before scoring the Mark. Once scoring has started it must continue until finished, practice is disallowed.

XII. *Score Ranking* – To be considered for the next higher rank for skills in target archery and thrown weapons, a member must score higher than the point number listed in the chart for their current rank and weapon style.

A. Shooting for rank may be attempted no more than twice per year

B. I.E. For a novice crossbow shooter earn the rank of Apprentice, they must score 90 points or over in the Mark.

	Crossbow	Recurve	Longbow	Axe	Knife	Spear
Apprentice	90	72	54	19	15	11
Journeyman	144	126	108	30	26	23
Master	198	180	162	41	38	34
Grand Master	252	234	216	53	49	45

### C. *Recording and Reporting Scores*

- i. For Ranking Scores to be counted as official for the Guild, they must be witnessed by a Guild Member of at least Journeyman Rank, OR be witnessed by The Lord or Lady of the local group.
- ii. Scores are to be filed with the Master of the Guild, or someone designated to receive them, to be recorded into the Guild Records.

### XIII. Royal Clout

A. The Royal Clout is a long distance, endurance shoot. Because the time required and the ranges involved it is not practical for most event sites.

- i. two rounds at 60 yards, first round is 36 arrows, second round is 24 arrows
- ii. two rounds at 80 yards, first round is 24 arrows, second round is 12 arrows
- iii. two rounds at 100 yards, first round is 12 arrows, second round is 6 arrows

B. 114 total arrows loosed for the Royal Clout, with a perfect score being 570 points.

C. The Royal Clout Target consists of a 4' tall softwood post that is 4" in diameter, surrounded by concentric rings of 2' radius, 4' radius and 6' radius.

- i. The post is divided equally by height into two 24" segments.

D. Scoring the Royal Clout

- i. Arrows that stick in the post in the upper segment score 5 points
- ii. Arrows that stick in the post in the lower segment score 4 points.
- iii. Arrows that stick within the 2' radius ring score 3 points
- iv. Arrows that stick within the 4' radius ring score 2 points
- v. Arrows that stick within the 6' radius ring score 1 point
  - a) Arrows that hit the line count as the higher score.

## E. Royal Clout Ranking

	Score
Apprentice	150
Journeyman	300
Master	450
Grand Master	500

### XIV. Website Presence

A. TBD

### XV. Website Blurb

A. Do you like to poke holes in things? Throwing things? Shooting pointy things at high speeds for fun? If the answer is "YES", then come be part of the fun at the Live Weapon Guild!

### XVI. Initial Guild Membership

- A. Einarr Aldhund (Master of the Guild) [Michael Williams]
- B. Hlif Arnisdottir hryssa [Petra Williams]
- C. Wilhelm Palmer
- D. LeolaMae Palmer
- E. Galen Reed
- F. Rayne Reed
- G. Asa Leifsdottir
- H. Gunnulf Hvitaskggr
- I. Laurence O'Coileain